

IT'S A CRIME!



It's a Crime!

Designed, Written and Programmed
by Jack B. Everitt, Robert I. Cook,
and Michael Popolizio

First Edition September 1985
Second Edition February 1986
Third Edition September 1986

Copyright ©1986 by Adventures By Mail, Inc.
All rights reserved.

Printed in the United States of America

Note: This game depicts a stereotypical representation of gang activities and morals. The results of a player's orders are based on this stereotype. The designers of this game have not intentionally attempted to offend anyone. We have avoided, whenever possible, any turn results which may be construed as prejudicial or offensive. There is no vulgar or obscene language used in the turn results. However some of the terms used during a gang's actions may be offensive to some people. If anyone is offended either by this rulebook or by the turn results, we apologize and suggest that they do not play.

This game is not suitable for young children or anyone of an impressionable nature.

Besides this rulebook, your envelope should contain:

- 2 turn cards (1 is a spare)
- 1 blank map/House Rules
- 1 start-up results sheet
- 1 Crime sign-up card



WHAT THE HECK IS THIS ANYWAY?

It is an introductory play-by-mail game. Yes, a game that is played via our postal service. Why would you want to play a game through the mail? Many people think it is the most enjoyable type of gaming. This particular game makes use of all of the advantages a play-by-mail game has over other types of games. For instance, unlike games where each player knows everything, you know only what you need to know to begin—our computer system knows the rest. This makes for exciting mystery and allows you to make discoveries as you play.

You will find **It's a Crime!** to be a fun and interesting game to play. You may find yourself rushing home each day in anticipation of receiving your results in the mail. It's also a great way to meet new people and make new friendships because there are hundreds of players you can contact in each game.

Adventures By Mail acts as an impartial moderator (referee) for the game. Our computer carries out your instructions. The computer programs for **It's a Crime!** are vastly complex and, as you will discover, there's a lot more to this game than meets the eye!

HOW IS THIS GAME PLAYED?

There are two basic parts to the game: the *turn card* and the *results sheet*. You begin by filling in your orders on the *turn card* and then mailing the card to us. We input your orders into our computer. The computer processes your move and spits out a *results sheet*. The *results sheet* is a computer-printed form that tells you what happened that turn. We mail this *results sheet* back to you.

When the envelope arrives, you open and examine the *results sheet*. You have now completed one turn. After reading it, you decide what your next set of orders will be. You then fill out another *turn card* and mail it to us. This procedure is repeated no more than once per game week for as long as you wish to play or until the game ends.

YOUR POSITION

You role-play the part of a gangleader who controls a group of misguided youths. Your gang is one of over 500 gangs inhabiting New York City in the late 1990's.

New York City has severely deteriorated. The brave citizens who remain are now in a life-and-death struggle with the ever-increasing number of drug-crazed street gangs. The NYPD is severely undermanned. The street gangs seem destined to rule the city.

WHAT DOES IT COST TO PLAY?

Not much! **No charge** for the rulebook. **No charge** for entry into the game. The first two turns are **free**. Thereafter the cost of a single turn is \$1.50. The only other cost to you is a stamp to mail your *turn card* to Adventures By Mail. See the separately enclosed House Rules card for further information.

THE OBJECT OF THE GAME

Your main goal is to become a very powerful gang. This is measured by building your turf into one of the largest and by becoming one of the richest, toughest, most notorious gangs in the city. This will allow you to enter the mob. Your ultimate goal is to become the **Godfather**.

The game ends when a player becomes the **Godfather**. How this comes about is detailed in the Mob Boss rules and only players who qualify to become a mob boss will receive these rules. The player who becomes **Godfather** receives free play for one gang in the next game!

GANG COMPONENTS

Gang name and Gang#: Each player gets to name his gang. While several gangs may have the same or similar names, each gang has its own individual gang number which distinctly identifies it. When you read about the actions of any gang you will always see the gang name followed by the gang number.

Gang members: There are three types of gang members. 'Cruits are your newest recruits and are your least experienced members. Punks have gained some valuable experience and are superior to 'cruits. Pros are the leaders of your gang.

Turf: A gang's turf consists of all the blocks under its control. Each gang starts the game in control of 1 city block.

Notoriety: This is how strong the gang is perceived by outsiders (city inhabitants, police and the mob). Notoriety will change according to the actions of a gang. Compare your notoriety

with other gangs to see how well you are doing. Notoriety has a lower limit of zero and has no upper limit.

Wealth: This is the gang's money.

Morale: This is the state of the gang's spirits and confidence. Morale has a natural decrease and is most easily increased by partying. Morale is on a scale from 1-100. Keep your morale above 10!

Weapons: Gangs have a sufficient supply of handguns, chains, bottles and knives. Special items can also be acquired and increase the chance of success of certain orders.



CITY BLOCKS

The city consists of almost 10,000 blocks. Each block can have from one to three different types of buildings.

Think of a block as an area composed of building types which total up to 100%. If all of the building types add up to less than 100% it means the block has room for growth via construction. It could also mean a fire burned down some of the buildings in the block.

Each block has a "defense level." This represents how often the police patrol the block, and how resistive and alert the residents are to your actions. The lower a block's defense level, the better are your chances of success on Control orders vs. Uncontrolled blocks as well as on Mug, Rob, and Firebomb orders.

MAPPING THE CITY

Mapping is very easy and a lot of fun. Once you start playing, you will find it beneficial to create a map of your gang's turf and the surrounding blocks. The city is composed of 99 x 99 blocks. It is best pictured as a large grid with each box representing a block. Each block on the map is numbered in the following format: block# = XXYY. "XX" is the x-coordinate (horizontal), while "YY" is the map's y-coordinate (vertical). If you were to make a full-sized map, the corners would be numbered 0101, 0199, 9999, 9901.

Each block is adjacent to 4 other blocks (except for blocks located along the edges of the city). Example: 4933 is adjacent to blocks 4934 (which is to the north), 5033 (east), 4932 (south), and 4833 (west). Diagonal blocks are not considered to be adjacent.

Be careful to number your map correctly. At the top of page 14 is a sample map. Refer to it when you make your own map using the enclosed blank map card.

CONTROLLING BLOCKS

Each block in the city is either uncontrolled or controlled by a gang. To take control of a block, a gang will issue a Control (C) order and send a portion of the gang to the block to perform the task.

Taking control of as many blocks as possible is the key to success. Uncontrolled blocks are usually easier to capture than blocks controlled by another gang. A gang may control no more than 40 blocks. **A gang may only attempt to take control of a block that is adjacent to one it already controls.** Example: there are only four blocks a gang may attempt to take control of on its first turn. These happen to be the ones you have scouting reports for on your start-up *results sheet*.

Any block that consists of only derelict buildings cannot be controlled by a gang.

GANG INCOME & EXPENSES

Each turn a gang will receive income from the blocks under its control. This income is in the form of "protection money" paid by businesses so that your gang will not hang-out in front of their buildings, harass customers/clients, etc. The amount of income each block generates is based on the type and size of buildings present in the block.

Members of your gang receive some of the gang's funds each turn to cover their general expenses. Each pro receives \$40, each punk \$20 and each 'cruit \$10. If a gang has insufficient funds to pay these general expenses, the gang's morale will drop.



On each of your *results sheets* the amount of income received from blocks and amount of gang expenses is shown. These figures do not include money expended and acquired due to actions performed during this turn.

TRAVELLING IN THE CITY

Just walk or hop on the subway or bus. Public transportation is excellent in the city. Any orders that use a block# will automatically move your gang members to that block, execute the order and then return your gang members to their own turf. However, the farther away from your turf that they attempt an action the more likely they will get lost or sidetracked along the way.

COMMUNICATING WITH OTHER PLAYERS

When you see another gang you will also be told the name and address of the player who controls that gang. This enables you to write a letter to another player directly and exchange information, conduct "peace talks," negotiate deals and more. We heartily recommend that you write to other players you meet in the game.

BATTLE BETWEEN GANGS

Only two gangs will fight each other at a time, and battle will only occur when a gang issues a Control (C) or an Ambush (A) order.

The gang that issues the order will specify the percentage of the gang that will fight. The other gang will defend with a number of gang members based upon the total number of members and the size of its turf.

THE TURN CARD

This is the printed card you write your orders on and mail to Adventures By Mail. On your *results sheet* you will find your game#, gang# and account# (near the top)—**NEVER forget to write them on your turn card.** If you do forget, we will be unable to process your *turn card*.

Next fill in your name and gang name. The top half of the *turn card* has room for 4 orders, which can be any of the types shown in the following section. Beneath this are spaces to write the block numbers of four blocks for your gang to scout. This is your only limit to what can be done each turn.

Beginning turn 3, if you wish to issue more than 4 orders, you may write up to 6 additional orders (for a total of 10) in the bottom half of the *turn card* labelled "Double Orders Turn Area." However, it may be unwise to do this. When a small gang issues a lot of orders, it could be spreading its members too thinly, probably failing at everything. One other note: when using a Double Orders Turn your %gang numbers must still total no more than 100%. You do **not** get to use 200% of your gang. In addition, a Double Orders Turn must be filled in on a single *turn card* by using the Double Orders Turn Area on the card.

ORDER TYPES

It is now time for you to learn how to issue orders to your gang in a form our computer can understand. On the following pages, each order is detailed, including format, explanation, and example. Those parts of the order format shown in parentheses are to be filled in with a number. The parentheses are **not** a part of the order and should not be copied. **The order in which you write your instructions on the turn card is the order in which they are processed.**

Some order types simply consist of a single letter while others are made up of a single letter followed by a series of numbers.

Many of the order types ask you to specify "%gang". This is the percentage of your gang to be used in the action (i.e. from 1 to 100%), rounded down. See the following section, %GANG, for more information.

The specification of "bldg#" (building) is a number from 1 to 3. In Section 2 of your *results sheet* you will see 1-3 building types listed for each block. Specify "1" for bldg# to target the first building listed, "2" for the 2nd and "3" for the 3rd.

All of the order types have some benefit and (except for N & H) you should try each of them to see what effect they have.

A (%gang) (block#)

AMBUSH. Ambush another gang in **their** turf. This is the best way to reduce the number of enemy gang members. Be sure that you specify a block# which is controlled by the gang you wish to ambush. '%gang' used in all of your Ambush orders during a turn may not exceed your gang's

morale (i.e. if your morale is 51 you can order no more than 51% of your gang to perform ambushes this turn).

For example: **A 24 4838** would send 24% of your gang to fight the gang which controls block 4838.



B (amount of money) (item#)

BUY. Spend gang money in an attempt to purchase special items. Item types are: (1) shotguns, (2) submachine guns, (3) small bombs, and (4) streetdope. Items purchased can be used immediately.

For example: **B 800 4** would have your gang attempt to spend \$800 purchasing streetdope.

C (%gang) (block#)

CONTROL. Attempt to take control of a block. Be sure you send at least one pro or punk along, as 'cruits by themselves will fail. Be sure you specify a block **adjacent** (connecting) to one your gang already controls. Diagonal blocks are not considered to be adjacent.

For example: **C 35 4934** would send 35% of your gang to try to take control of block 4934.

Special note: Should you already control block 4934 or should this block not be adjacent to your turf, your gang will then try to retake control of a random block your gang lost control of since your last turn was processed (if there were any).

D (gang#)

DEFEND AGAINST GANG. Your gang will concentrate on watching this particular gang. This is a standing order that will be in effect until you change it. Each turn you will learn this gang's notoriety and how many blocks it controls. Further, should this gang try to grab one of your blocks or attempt to ambush you, your gang will respond with greater effectiveness and take fewer losses than normal. You may only defend against one enemy gang at a time.

For example: **D 481** defends your turf against gang# 481.

E (%gang)

ENLIST RECRUITS. Your gang attempts to recruit new gang members. 'Cruits acquired can be used in actions on your following turn.

For example: **E 22** uses 22% of your gang to sign up new recruits.

F (%gang) (block#) (bldg#)

FIREBOMB. Your gang commits an act of arson by firebombing a particular building. If your gang has small bombs available, it will use as many as needed. Acts of arson are best done on a block controlled by another gang. Failure will occur if you do not send a pro to lead the rest of the participating gang members. It is risky to send a large portion of your gang. To do a lot of damage, small bombs are required.

For example: **F 18 3463 2** will send 18% of your gang into block 3463, who will attempt to burn down bldg#2. If you succeed, you may receive a payoff.

M (%gang) (block#)

MUG. Mug a defenseless-looking person found on the block. Try to send at least one pro or punk.

For example: **M 11 3088** sends 11% of your gang into block 3088 to mug the first unfortunate soul found.



P (amount of streetdope)

PUSH DRUGS. Sell drugs for profit. Warning: big time pushers come to the attention of the police narcotics unit.

For example: **P 9** will have your gang try to sell 9 streetdope.

R (%gang) (block#) (bldg#)

ROBBERY. Rob a particular building. Send a pro, but not a large number of gang members.

For example: **R 13 2309 1** would send 13% of your gang into block 2309 to rob something from bldg#1.

S (gang#)

SPY ON GANG. Spy on a rival gang.

For example: **S 903** will cause your gang to scout gang# 903.

T (%gang)

ACT TOUGH. Act tough/rowdy, play ghetto blaster at deafening volume, etc. Your gang members will seize the first opportunity to cause some trouble or make some bucks. Send more than one gang member, but not a whole lot of your gang.

For example: **T 8** will cause 8% of your gang to hang out and act tough on your turf.

U (amount of streetdope)

USE DRUGS. Party! Get your gang high. Very good for boosting low morale.

For example: **U 12** will cause your gang to throw a party and use 12 of the gang's streetdope.

In addition to these orders, you get to scout 4 blocks every turn. You can scout any block. Each turn you will also receive a report of all the blocks under your gang's control and of blocks where you conducted actions.

If your gang is large enough, it can scout up to 4 more blocks when doing a Double Orders Turn. The gang must have 55+ members to scout a 5th block, 70+ for a 6th block, 85+ for a 7th and 100+ for an 8th.

There are two special orders that are very rarely used—you may never have a need to use them. They are:

H

HALVE GANG. This action costs an extra turn credit and generates two *results sheets*. This order is always processed last. Beginning next week, you control another gang position and can submit a *turn card* for it.

This permanently divides the gang into two fairly equal gangs. Both have the same name but different gang#'s. Notoriety is reduced by 25% for both gangs. This order will fail if your gang does not control at least 30 blocks.

N

NEW GANG. At some point you may decide that things are hopeless for your current gang. Your best option is to then issue the N order. This will cause your leader to disband his current gang and assume control of another gang whose leader is inactive. If you write an N order, only the N order will be processed. Any other orders written will be ignored. Your new gang will automatically do an E 100 order.

%GANG

The concept of %gang is the most difficult thing to understand and explain in this game. Don't expect to understand it instantly. On pages 14-15 there is an example which should help you.

%Gang is the percentage of each of the three types of gang members you will send to perform the order. When computed, the resulting number is always rounded down. For example, 4.84 'cruits is just 4 'cruits. The first order you issue which uses %gang will always send at least one pro on the mission. To assist you in figuring out what numbers to specify for %gang, your *results sheet* has a section labeled %GANG Chart for your gang. The left half of this section shows %gang numbers, while the right half has several particularly useful examples.

On the order in which your total %gang for the turn reaches or exceeds 100%, all remaining unused gang members will be sent on the mission. The reason that there are usually members remaining is because of the rounding method used.

The %gang numbers shown in section 3 of your results sheet are accurate for your next turn regardless of how many gang members you lost between turns. This means that the %gang you issue will send the numbers shown in section 3. If you lost gang members between turns then only your last order(s) will be affected.

SEQUENCE OF PROCESSING

This is the order in which events occur when your turn is processed.

1. Your orders are processed in the order you write them.
2. New 'cruits acquired during the turn are inducted into the gang.
3. Block income is determined and added to your gang's wealth.
4. Gang expenses are determined and subtracted from your gang's wealth.
5. Gang members are promoted.

BOSS LEVEL

When your gang becomes well-known, your gang leader may get the opportunity to become a mob boss. Being a mob boss allows you to get into prostitution, big-time drug dealing, bookmaking, fencing stolen goods, and laundering money. You employ enforcers and may even hire an out-of-town hitman to do your dirtiest deeds.

When and if you enter the Boss Level you will receive a new rulebook. No one will enter the Boss Level until at least 12 players qualify. Qualifying for the Boss Level is dependent on your

notoriety, number of pros, and total cash on hand. We won't be more specific about the exact numbers needed. Let it suffice to say that high totals in all of these categories increase your chance to become a mob boss.

PLAYING NOTES

You now have quite a bit of information about **It's a Crime!**. Still, there is much more to the game than what is contained here. Discovering how things work, deducing the parameters which affect the success of your actions, determining whether or not to participate in special deals, etc., is all a part of the learning process.

We used our common sense in designing the possible results for each order type. Every order type, as you shall discover, has a wide range of possible results. None of these results are purely random. They all depend upon various important things such as the number and quality of gang members participating and block defense levels.



A FEW HINTS

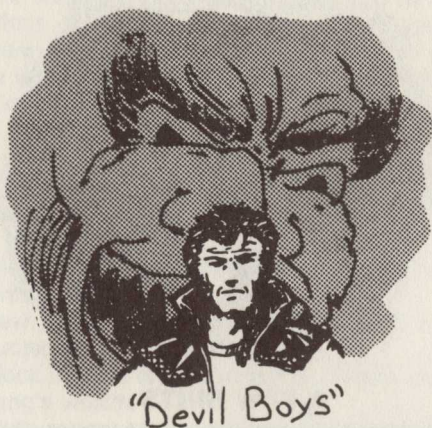
Throughout the game you will occasionally receive hints picked up on the street. Here are a few to start you off: on your first couple of turns you should attempt to capture 2 blocks each turn. It is quite important to establish a good-sized turf early in the game. Always use 100% of your gang during the early turns. Do not use an E order if your turf is smaller than 6 blocks—do a C order instead (you'll get more guys taking over a block than trying to recruit from a small turf). The A order shouldn't be used for awhile. Don't use the N order unless things look really bleak. Buy and push drugs to make some quick dough. Do not worry if you have a low notoriety early on—it is more important to build up a strong gang and sizeable turf than get lots of notoriety.

PROCESSING PERIODS

Each game of **It's a Crime!** has its own game# to distinguish it from other games. If your startup results sheet does not state a game#, don't worry—your next results sheet will contain this information.

Depending on the game, a processing period (also called game week) lasts 7 or more days. In each game week you may have one turn processed. At the top of your results sheet you will be told the dates of the next processing period for your game.

1. **If your turn card arrives early**, it will be processed on the first day of the next period. However if you are eligible for a make-up turn, your turn will be processed right away. See page 13 for more information about make-up turns.
2. **If your turn card arrives on time**, it is processed immediately.
3. **If your turn card arrives late**, it is processed immediately. You have missed one or more periods—but you can make them up later as described on page 13.



WARNING

When your *results sheet* is generated, the information is current at that time, but by the time your next *turn card* is processed things may have changed. One skill you will therefore have to develop is anticipating changes such as enemy gangs capturing your blocks.

The exact letters and numbers that were input for each order are shown on your results sheet. They may not match exactly what you wrote on your turn card if: a) you wrote a bad format and we corrected it, or b) we made an input error. Our processing method results in very few input errors.

Players cannot specify the order in which two or more turns for different gangs are to be input.

RESULTS SHEET LATE?

Adventures By Mail's moderation service is always fair and prompt. Should you not receive your *results sheet* back when you expect it, wait a few days (as the post office may have sent your turn via Timbuktu). Then telephone us and ask if and when we mailed your *results sheet*. Have your game#, gang#, and acct# ready.

READY TO PLAY?

You've finished reading the rules. If you've decided this just isn't for you, please pass this rulebook and the other game materials on to a friend.

However, if you have decided you want to give it a try, look over your enclosed *results sheet* while re-reading the rules. If you did not receive one, fill in a *turn card* with your name and address, and write on it that you wish to be set up. We will send you a start-up *results sheet*, along with credit for two free turns.

When you've finished reading over your start-up *results sheet*, begin filling in your *turn card*. (Look over how we filled in the sample turn card on page 15.) Then mail your *turn card*. In a week or so you will receive a *results sheet*.

DECIDED TO STOP PLAYING?

Please send in a *turn card* with the heading portion filled in. Then, in the orders section write "Dropping Out" and sign your name. Thank you.

INACTIVITY

If you do not submit a *turn card* for your gang for 3 or more consecutive game weeks, we reserve the right to turn your gang over to someone who wishes to send in turns on a regular basis.

MAKE-UP TURNS

For whatever reason, there may be times when you fail to have a turn processed during a particular game week. You can make up every missed turn, at the rate of one every three game weeks. The top of your results sheet will inform you when you can submit a make-up turn. You do not need to note anything special on your *turn card*—the computer will recognize a make-up turn automatically.

A make-up turn is defined as the second turn processed for a gang in a particular game week.

The best way to make up turns is to send in turns as quickly as possible until caught up. It is dangerous to submit a turn prior to receiving back the results of your last turn.

SAMPLE BLOCK MAP

SAMPLE MAP It's a Crime!

37									
36									
35									
34									
33					160				
32									
31									
30									
29									
	45	46	47	48	49	50	51	52	53

When you create your own map, do so in the following way:

1. Number it so that the one block you control is at the center. This has been done above, based upon the sample starting *results sheet*.

2. Decide what you wish to show on your map. The most important thing to show is who controls each block. This is the only thing we denoted on our sample map, above. This is why block 4933 shows 160 (the sample gang#) in it.

How we filled out the sample turn card

1. We chose a gang name, which can be up to 20 characters in length, including spaces, and filled this in. Do not choose a name that begins with "The" or the leader's name. Good choices are "Shamrocks" and "Death Scavengers." Bad choices are "The Shamrocks" and "Dirk's Scavengers."

2. We left it blank.

3. We filled in our name. Because our starting *results sheet* did not show our name and address, we fill in our complete address clearly.

4. We copy the gang# from our *results sheet*, carefully.

5. We don't have an account number yet, so we write in "new" and we will then be assigned one.

6. Order #1—We decide to have 19% of our gang members attempt to rob the apartment complex on block 4932. (3 'cruits, plus 1 pro because it is the first order with a %gang.)

7. Order #2—We decide to send 75% of our gang to attempt to take control of a tough block, 4934. (3 punks + 12 'cruits.)

8. Order #3—We decide to purchase drugs and try to spend \$550.

9. Order #4—We decide to send 6% of our gang to attempt to take control of block 4833, which should be a pushover. (Nothing, plus remaining gang, which is 1 punk and 1 'cruit. 'Nothing' is because 6% is not enough to send even 1 'cruit. However, this 6% causes the total %gang used for the turn to reach 100%, and this sends the remaining unallocated gang members—1 punk and 1 'cruit, in this case.)

10. We decide to scout blocks 4932, 5033, 5034, and 4733. Although our start-up *results sheet* already shows blocks 4932 and 5033, we are scouting them again to see if anyone has taken control of these blocks in the past week—if not we may try to take them next time.

It's a Crime!

GANG# 160

ACCT# (NONE YET)

TURN# 0

WEEK# 0

TURN CREDITS = 2

-- ON YOUR NEXT PRINTOUT YOU WILL LEARN THE PROCESSING PERIODS FOR THIS GAME --

* * YOUR GANG'S RESULTS SHEET * *

NO ORDERS SUBMITTED YET FOR THIS GANG.

WELCOME TO It's a Crime!

YOU SCOUTED THE FOLLOWING BLOCKS: 4033, 4932, 4934, 5033

Section 1: Your gang's statistics

Blocks Controlled: 1 Notoriety: 10 Morale: 19

Prev. Wealth: \$1102 Shotguns: 0 Submachine Guns: 0
 Block Income: \$0 Small Bombs: 12 Streetdope: 0
 Gang Expenses: \$0
 Current Wealth: \$1102 Pros: 1 Punks: 4 'Cruits: 16
 (adjustments) (+0) (+0) (+0) (+0)

Section 2: Report of your turf

BLOCK #	BLOCK CONTROLLED BY	BUILDING TYPE PERCENTAGES BLDG#1, BLDG#2, BLDG#3	BLOCK INCOME	DEFENSE LEVEL	ACTIVITIES DISCOVERED
4033 (UNCONTROLLED)		3% derelict, 0% entertainment, 0% industrial		VERY WEAK	
4932 (UNCONTROLLED)		80% apartments		ROUGH	
4933 (YOUR GANG'S BLOCK)		26% offices, 12% retail, 62% industrial	\$212	ROUGH	
4934 (UNCONTROLLED)		5% offices, 44% apartments, 29% warehouses		STRONG	
5033 (UNCONTROLLED)		19% apartments, 67% warehouses, 14% industrial		CAUTIOUS	

Section 3: XGANG Chart for your gang (USED TO FIGURE OUT HOW MANY GANG MEMBERS ARE SENT, DEPENDING UPON THE LGANG YOU SPECIFY IN AN ORDER)

YOUR GANG HAS	NUMBER TO BE SENT	1	2	3	4	5	6	7	8	9	10	11	12
1 Pro													
4 Punks	251 501 751												
16 'Cruits	71 131 191 251 321 381 441 501 571 631 691 751												

(The numbers in this table are Xgang numbers.)

Remember: 1 pro always goes on your first order using Xgang.
 If Xgang = 13, you will send 0 pros, 0 punks, and 2 'cruits.
 If Xgang = 25, you will send 0 pros, 1 punk, and 4 'cruits.
 If Xgang = 49, you will send 0 pros, 1 punk, and 7 'cruits.
 If Xgang = 50, you will send 0 pros, 2 punks, and 8 'cruits.

WATCH HERE NEXT TURN FOR YOUR COPY OF THE NEW YORK CITY POST

Gang name: KINGPINS ① Game# ②

Your name: Kyle Goodwin ③

Print your address to the right if it has changed or if it is not shown on your results sheet.
#1 Shea Stadium Rd
Flushing NY 10048-0276

Gang# 160 ④ It's a Crime! Turn Card

Acct# New ⑤ (gang#) (amount) (item#) (letter) (%gang) (block#) (bldg#)

Order #1 ⑥ R 19 4932 1

Order #2 ⑦ C 75 4934

Order #3 ⑧ B 550 4

Order #4 ⑨ C 6 4833

Scout blocks: ⑩ 4932 5033 5034 4733

Order #5

Order #6

UNSURE OF WHAT TO DO FIRST?

Confused about what to do on your first turn?
Try this:

- FILL IN: 1. Gang name—make up a gang name. It can be 20 characters in length.
2. Game#—if shown. Leave blank if no game# is shown on your startup results sheet—you will then be told the game# on your next results sheet.
3. Your name.
4. Mailing address—if not already shown correctly on your startup results sheet.
5. Gang#.
6. Acct#—if shown. Otherwise leave blank and you will be assigned one.

Order #1 **C 25** _____ ← Insert block# by looking at the 4 uncontrolled blocks in Section 2 on your starting results sheet—choose the one which has the lowest defense level (as shown on the back cover).

Order #2 **C 50** _____ ← Insert block#—choose the uncontrolled block with the 2nd lowest defense level. Remember not to choose the one block you already control (the one labeled YOUR GANG'S BLOCK).

Order #3 **T 25**

Order #4 **B 1000 4**

Scout blocks:

↑ ↑ ↑ ↑

Fill in 4 blocks that are adjacent to your turf (best assume that you will succeed in capturing the 2 blocks above).

If you can't figure out which blocks to scout, leave this area blank. You will see your gang choose 4 random blocks which are adjacent to your turf—that is, ones that you will want to choose from when deciding on the following turn which blocks you wish to attempt to take control of.

The above will order your gang to attempt to take control of the two weakest adjacent blocks, act tough, and try to spend \$1000 buying streetdope. Next turn you should Use 4 streetdope and Push the remainder.

YOUR FIRST GOAL: Control, at a minimum, 6 blocks after your 4th turn is processed. You're doing fantastic if you have 11 or more blocks at this time.

YOUR SECOND GOAL: Become friendly with at least 1 of the gangs adjacent to you. You'll be given the addresses of every gang you meet on your *results sheet*.

ABOUT ADVENTURES BY MAIL, INC.

Adventures By Mail was established in 1981 by Bob Cook, Jack Everitt, Mike Popolizio and Steve Hasen. We met playing Play-By-Mail (PBM) games. We were dissatisfied with the PBM games currently on the market, so we decided to create and moderate our own. The rest, as they say, is history.

Our first game, **Beyond the Stellar Empire**, is a science fiction role-playing Play-By-Mail game and for the last three years (1983, 1984, 1985) has been the only PBM game selected by the editors of GAMES magazine as one of the top 100 games of the year.

In **Beyond the Stellar Empire** your position is that of a starship commander. You are a member of an interstellar corporation. Your adventures will include exploration, colonization, and battle in a distant region of space.

Our other game is called **Capitol**. It began in 1983. **Capitol** is a very popular tactical space warfare game. Each game of **Capitol** has approximately 100 players. This game is easy to learn but is more complex than **It's a Crime!**. Players build an empire of starships and worlds in an effort to conquer the galaxy.

The staff at Adventures By Mail is always very willing to serve you and answer your questions. If you can't call our telephone hotline then we suggest that you write your questions on your *turn card* and we will answer them. Keep in mind that much of **It's a Crime!** must be learned through experience so sometimes it may not be possible for us to reply.

We would like to hear your comments on this rulebook and the game itself. Your suggestions for improvement are valued highly by us and will be reflected in future editions of the game. Thank you for playing and we wish you much success.

The **It's a Crime!** newsletter is published 3-6 times per year and costs 2 turn credits per issue. It contains game changes, errata, free player classified ads and a whole lot more. While it is not mandatory for you to subscribe, it is very important that you at least read a friend's copy. To subscribe, mention it on your turn card for only one gang under your control.

QUICK REFERENCE

ORDERS SUMMARY

Ambush	A	(%gang)	(block#)
Buy	B	(amount of money)	(item#)
Control	C	(%gang)	(block#)
Defend	D	(gang#)	
Enlist 'cruits	E	(%gang)	
Firebomb	F	(%gang)	(block#) (bldg#)
Mug	M	(%gang)	(block#)
Push drugs	P	(amount of streetdope)	
Robbery	R	(%gang)	(block#) (bldg#)
Spy on gang	S	(gang#)	
Act tough	T	(%gang)	
Use drugs	U	(amount of streetdope)	

SPECIAL ITEMS

Item#	Special Item	Rough Cost	Used In Orders
1	shotguns	\$500	A,C
2	submachine guns	\$1000	R,C
3	small bombs	\$200	F
4	streetdope	\$50	P,U

COMBAT VALUES

'cruit =	1
punk =	3
pro =	9
shotgun =	6
submachine gun =	13

Pros and punks will be allocated shotguns and submachine guns at the first opportunity. That is, on your first C, A, and R orders, until all are allocated.

BLOCK DEFENSE LEVELS

1	Pitiful
2	Very Weak
3	Weak
4	Cautious
5	Alert
6	Guarded
7	Rough
8	Strong
9	Very Strong
10	Too Strong
11	Invulnerable

Adventures By Mail, Inc.
Box 436
Cohoes, NY 12047-0436

Hotline: (518) 237-4870
Monday-Friday, 8am-4pm

HOUSE RULES

Cost: Startup is **free**. The first two turns are **free** for your first gang. Turns thereafter are \$1.50 each. You must pay for at least eight turn credits at a time (\$12.00). Beginning turn 3, you have the option of doing a "Double Orders Turn," which costs two turn credits instead of one.

Turn Credits: At the top right corner of your *results sheet* is something labelled "Turn Credits = #." This is the number of turn credits you have left. **If Turn Credits = 0, be sure you send a check or money order for at least \$12.00 in an envelope WITH your turn card.** You must have a sufficient number of turn credits for your turn to be processed. The computer is programmed not to process a turn for any gang if it has insufficient turn credits. There are no exceptions.

Gangs may not share turn credits. Each gang must have its own supply of turn credits.

Payments: Make checks and money orders payable to Adventures By Mail, Inc. Be sure you send your payment with your turn card. Please write your ACCT# on your check as well as the GANG# for which you are purchasing turn credits.

Your account: Upon entering an Adventures By Mail game, you are assigned an ACCT#, and all money sent to Adventures By Mail is logged in this account.

Automatic Turn Credit Deduction: Players who maintain funds on account, usually because they are playing other Adventures By Mail games, can request that turn credits automatically be added to their gang and the amount deducted from their account. A minimum of 16 turn credits must be specified.

VISA/Mastercard with Automatic Turn Credit Deduction: Players wishing to pay via this method must first obtain an authorization form from us. Just write on your *turn card*, "Send me a VISA/MC form." When you return it, please specify on your *turn card* how many turn credits you want to pay for at a time (minimum of 16) and whenever a gang of yours has its turn credits drop to zero, its turn credits will automatically be increased by the number you specified and your account will be charged accordingly.

Phoning in Orders: For a charge of an extra turn credit, you may phone in your orders. Call (518) 237-4870, M-F, between 8am-4pm Eastern Time.

Also, upon joining this game you agree to abide by all decisions made by Adventures By Mail which pertain to this game.

(use this card to map your turf)

[illegible]

It's a Crime! Sign-Up Card

**Yes, get your friends into It's a Crime! for free.
Treat them to a free rules package and 2 free turns too!**

Name _____ ACCT# _____

Street/Box _____

City/State/Zip _____

Name _____ ACCT# _____

Street/Box _____

City/State/Zip _____

Name _____ ACCT# _____

Street/Box _____

City/State/Zip _____

Name _____ ACCT# _____

Street/Box _____

City/State/Zip _____

Name _____ ACCT# _____

Street/Box _____

City/State/Zip _____

Name _____ ACCT# _____

Street/Box _____

City/State/Zip _____

If any of the above players already have an Adventures By Mail ACCT#, please fill it in. Otherwise leave ACCT# blank.

If you would like to start up another gang, fill in the information requested below.

Name _____ ACCT# _____

Street/Box _____

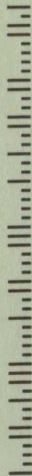
City/State/Zip _____

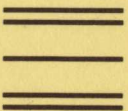
Place
Stamp
Here

ADVENTURES  BY MAIL 

P.O. BOX 436

COHOES NY 12047-0436

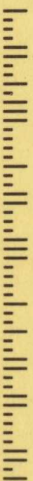




Place
Stamp
Here

ADVENTURES
BY MAIL

P.O. BOX 436
COHOES NY 12047-0436



Gang name: _____ Game# _____

Your name: _____

Print your address to the right
if it has changed or if it is not
shown on your results sheet.

Gang# _____

It's a Crime! Turn Card

Acct# _____

	(gang#)	(amount)	(item#)	
(letter)	(%gang)	(block#)	(bldg#)	

Order #1	_____	_____	_____	_____
----------	-------	-------	-------	-------

Order #2	_____	_____	_____	_____
----------	-------	-------	-------	-------

Order #3	_____	_____	_____	_____
----------	-------	-------	-------	-------

Order #4	_____	_____	_____	_____
----------	-------	-------	-------	-------

Scout blocks:	_____	_____	_____	_____
---------------	-------	-------	-------	-------

Order #5	_____	_____	_____	_____
----------	-------	-------	-------	-------

Order #6	_____	_____	_____	_____
----------	-------	-------	-------	-------

Order #7	_____	_____	_____	_____
----------	-------	-------	-------	-------

Order #8	_____	_____	_____	_____
----------	-------	-------	-------	-------

Order #9	_____	_____	_____	_____
----------	-------	-------	-------	-------

Order #10	_____	_____	_____	_____
-----------	-------	-------	-------	-------

Scout blocks:	_____	_____	_____	_____
---------------	-------	-------	-------	-------

DOUBLE ORDERS
TURN AREA

It's a Crime!

GANG# 589 ACCT# (NONE YET) TURN# 0 WEEK# 0 TURN CREDITS = 2

-- ON YOUR NEXT PRINTOUT YOU WILL LEARN THE GAME# AND PROCESSING PERIODS FOR THIS GAME --

* * YOUR GANG'S RESULTS SHEET * *

WELCOME TO It's a Crime!

YOU SCOUTED THE FOLLOWING BLOCKS: 2064, 1963, 1864, 1965

Section 1: Your gang's statistics

Blocks Controlled: 1 Notoriety: 11 Morale: 31

Prev. Wealth: \$3145 Shotguns: 0 Submachine Guns: 1
Block Income: \$0 Small Bombs: 0 Streetdope: 0
Gang Expenses: \$0
Current Wealth: \$3145 Pros: 2 Punks: 4 'Cruits: 15
(adjustments) (+0) (+0) (+0) (+0)

Section 2: Report of your turf

BLOCK #	BLOCK CONTROLLED BY	BUILDING TYPE PERCENTAGES BLDG#1, BLDG#2, BLDG#3	BLOCK INCOME	DEFENSE LEVEL	ACTIVITIES DISCOVERED
1864	(UNCONTROLLED)	29% schools, 5% financial, 66% warehouses		PITIFUL	
1963	(UNCONTROLLED)	44% warehouses, 4% derelict, 52% apartments		ALERT	
1964	(YOUR GANG'S BLOCK)	33% warehouses, 48% apartments, 18% industrial	\$ 70	PITIFUL	
1965	(UNCONTROLLED)	5% offices, 4% financial, 86% warehouses		GUARDED	
2064	(UNCONTROLLED)	24% offices, 9% entertainment, 27% industrial		PITIFUL	

Section 3: %GANG Chart for your gang

(USED TO FIGURE OUT HOW MANY GANG MEMBERS ARE SENT, DEPENDING UPON THE %GANG YOU SPECIFY IN AN ORDER)

YOUR GANG HAS	NUMBER TO BE SENT
2 Pros	50%
4 Punks	25% 50% 75%
15 'Cruits	7% 14% 20% 27% 34% 40% 47% 54% 60% 67% 74% 80%

(The numbers in this table are %gang numbers.)

Remember: 1 pro always goes on your first order using %gang.
If %gang = 14, you will send 0 pros, 0 punks, and 2 'cruits.
If %gang = 25, you will send 0 pros, 1 punk, and 3 'cruits.
If %gang = 49, you will send 0 pros, 1 punk, and 7 'cruits.
If %gang = 50, you will send 1 pro, 2 punks, and 7 'cruits.
If %gang = 80, you will send 1 pro, 3 punks, and 12 'cruits.

Use this information when filling in your turn card.

WATCH HERE NEXT TURN FOR YOUR COPY OF THE NEW YORK CITY POST

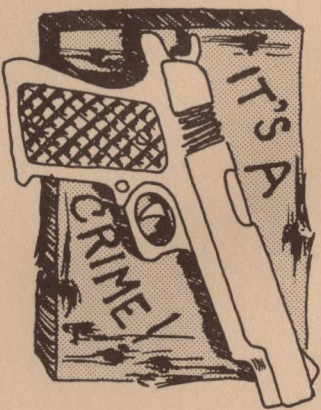
It's a Crime!

ADVENTURES
BY MAIL

BOX 436

COHOES NY 12047-0436

AN AMAZING NEW GAME IS
INSIDE THIS ENVELOPE!



You Can Begin Playing **NOW.**
And Your First 2 Turns Are **FREE.**

Contents: 1 Free Starter Package (a \$10.00 value!)